



PlayStation

NTSC U/C

PlayStation®

EVERYONE



CONTENT RATED BY
ESRB

SCUS-94571
94571

Disney's

THE EMPEROR'S

NEW GROOVE

↑
The
Villains



SONY



COMPUTER
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the outer edge. Never use solvents or abrasive cleaners.

DISNEY'S THE EMPEROR'S NEW GROOVE TIPS AND HINTS

PLAYSTATION® HINT LINE

Hints for all games produced by SCEA are available:

• Within the U.S.: 1-900-933-SONY (1-900-933-7669)

\$0.95/min. auto hints; \$1.40/min. live; \$6.95 - \$16.95 for tips by mail (when available); \$5.00 - \$20.00 for card recharge.
For U.S. callers, game counselors are available 8AM-5PM PST, M-F. Automated support: 24 hours a day, 7 days a week.

• Within Canada: 1-900-451-5757

\$1.50/min. auto hints. In Canada, automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

• CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE: 1-800-345-SONY (7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available 7AM-6PM PST, M-F.

• PlayStation ONLINE: <http://www.scea.com>

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation® game console.

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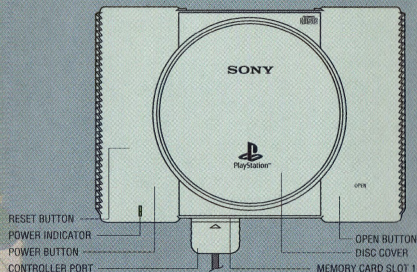
SETTING UP YOUR CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Disney's The Emperor's New Groove disc and close the DISC COVER. Insert a controller into Controller Port 1 and turn ON the PlayStation game console. Follow the on-screen instructions to start a game.

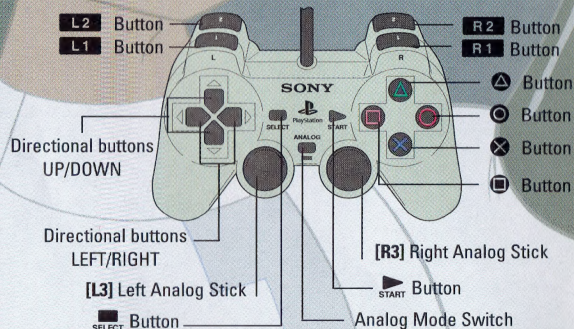
MEMORY CARDS

To save game setting and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of your PlayStation game console BEFORE starting play.

You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Disney's The Emperor's New Groove games. Saving MEMORY CARD data requires one free block. To learn more about how to save and load games, see "Saving and Loading Game Data" on page 20.



Note: DUALSHOCK™ analog controller only: Toggle the vibration function ON/OFF by using the Option mode, and setting the Vibration function to "ON" or "OFF". The Vibration function is not affected by the controller's analog mode switch.



CONTROLS

Menu Controls

- Start/Pause game **START**
- Highlight Menu options Directional buttons or **L3**
- Cancel Menu selections **L2**
- Exit game play, and return to the Level Select Screen... **SELECT**

General Controls

- Free Look Mode **L2** + Directional buttons or **L3** (Press again for normal view.)
- Rotate camera **L1** / **L2** or **L2** / **R2**
- Center camera behind Kuzco **L1** + **L2**, or **L2** + **R2**
- Speak to others **○**

Kuzco as a Llama

- Roll Directional buttons or **L3** + **○**
- Front kick **○**
- Karate jump kick **×** + **○**
- Spit **△** + Directional buttons or **L3** to aim. Press **×** to spit
- Jump **×**
- Charge Press and hold the **□**
- Pick up Items **○** (press again to drop the item)

Kuzco as a Rabbit

- Jump Press and hold **×**, then release
- Glide Press and hold the **×** while airborne

Kuzco as a Turtle

- Steer Directional buttons or **L3** LEFT/RIGHT
- Speed up Directional buttons or **L3** FORWARD
- Slow down Directional buttons or **L3** BACK

Kuzco as a Frog

- Jump **×**

EMPEROR KUZCO LEARNS TO HOOF IT

Emperor Kuzco thinks he's in the groove. Why not? He's cool and he rules! Whatever Kuzco wants, he gets. His Royal Arrogance is young, selfish and impatient and he only has one care in the world – himself! He expects everyone to do as he says, or else. And that goes for his royal advisor, Yzma (a treacherous and power hungry sorceress), as well.

One day while just being his bad self, Kuzco fires Yzma. The enraged mystic whips up a magical potion that is supposed to put Kuzco to sleep permanently and tells her brawny assistant, Kronk, to slip Kuzco the magical brew. But something goes awry and the Emperor turns into a...llama!

In an attempt to cover up this mishap, Kronk disposes of Kuzco on a villager's cart leaving the city and presumes him gone forever. Instead, Kuzco ends up in a neighboring village where a good-hearted peasant named Pacha discovers him.



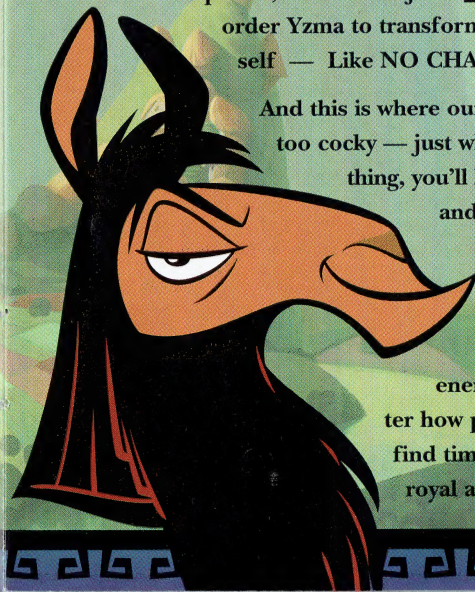
Pacha soon realizes the identity of the llama and is willing to help.

Kuzco is oblivious to the truth that lies beneath this uncanny transformation and hopes that upon his return to his palace, that he can just

order Yzma to transform him back into his handsome self — Like NO CHANCE llama face!



And this is where our adventure begins! But don't get too cocky — just when you learn the whole llama thing, you'll have to pull duty as a turtle, rabbit and even a frog. Kuzco's only chance of regaining his kingdom and his body is by getting back to his palace. Journey across a majestic kingdom facing down enemies and solving puzzles. No matter how perilous the situation, he'll always find time to show some wisecracking royal attitude.



THE MAIN MENU

Start your game from the Main Menu. Press the Directional buttons or **L3 UP/DOWN** to highlight an option, and press the **X** button to make a selection and proceed to the next screen.

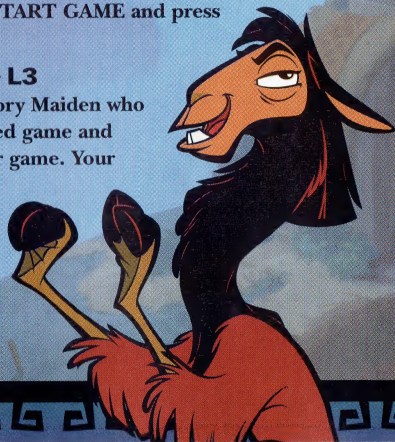
Start Game

To start a new game:

1. On the Title Screen, highlight **START GAME** and press the **X** button.
2. Press the Directional buttons or **L3 LEFT/RIGHT** to select a Memory Maiden who stands over one of three files and press the **X** button to create a file.

To Load a previously saved game:

1. On the Title Screen, highlight **START GAME** and press the **X** button.
2. Press the Directional buttons or **L3 LEFT/RIGHT** to select a Memory Maiden who stands over your previously saved game and press the **X** button to load your game. Your progress saved will display for each file. Press the **X** button to load the selected file.



OPTIONS

PANEL DISPLAY

Turn game screen information ON/OFF.

VIBRATION

(This option only appears if a DUALSHOCK Analog Controller is inserted.) Turn the Vibration function ON/OFF.

FREE LOOK MODE

Set to **INVERTED** or **DEFAULT**.

Default Mode – When aiming in Free Look Mode (**△** button), press the Directional button or **L3 UP** to look up and **DOWN** to look down.

Inverted Mode – This setting reverses the default controls. Press the Directional buttons or **L3 UP** to look down and **DOWN** to look up.

SOUND OPTIONS

Select this and press the **X** button to open the sound menu.

Sound Mode – Select **MONO**, **STEREO** or **SURROUND** depending on your sound system.

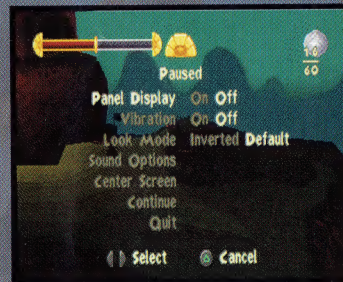
Sound Effect Volume – Adjust the sound effects Volume

Music Volume – Adjust the music Volume

Return to Options Menu – Highlight this and press the **X** button to close the screen.

CENTER SCREEN

Press the Directional buttons or **L3 LEFT/RIGHT** and **UP/DOWN** to adjust the screen's display position and press the **X** button to return to the Options Screen. Press the **△** button to reset the screen to the default position.

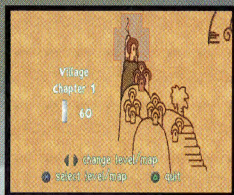


PLAYING THE GAME

Levels and Chapters

Each level of the game is a different part of Kuzco's kingdom. The levels are divided into Chapters. Complete one chapter and you can enter the next.

You can replay previously completed chapters to find secrets you missed or collect missed coins.



Coins

Pick up coins to increase the size of your Charge Meter. Every five coins you collect gives your charge meter a boost. Find coins along paths, hidden in containers and in secret places. Also earn a coin whenever you defeat an enemy. Gold coins are worth five silver coins.

Checkpoints

When you see a Checkpoint, Kuzco can activate it by touching it. If Kuzco is defeated, or falls, he will return to the last activated Checkpoint. If he runs out of all five health bars, the game is over UNLESS he has a Wampy, then he can continue gameplay with five new health bars. Once Kuzco has activated a Checkpoint, that Checkpoint will appear translucent indicating that it has been activated.



Llama Potions

Kuzco's high-speed charge (■ button) drains the Charge Meter. As it drains, the Charge Meter will change color to a dull red. When the Charge Meter is empty, Kuzco's top speed is only a trot until he picks up another Llama Potion. Llama Potions fill Kuzco's Charge Meter to its maximum amount.



Red Kuzco Idol & Doors

Red Kuzco Idols are used to open Red Kuzco Idol Doors. The Red Kuzco Idol Doors have a picture of the Red Kuzco Idol in the center of the door. Most doors can be opened with one Idol, but some require two Idols to be opened. Kuzco can collect Red Kuzco Idols by performing tasks, solving puzzles, or defeating the Guards with the red hats. Use an Idol by walking up to any closed Red Kuzco Door.

Health

There are many dangers that Kuzco will encounter through his journey. If Kuzco's health has been depleted, you can collect a health pickup to restore life. There are three types of health pickups: The Bronze Health Pickup, Gold Full Health Pickup, or the Green Rechargeable Full Health Pickup. If Kuzco is at full health, all Health Pickups will appear translucent and you cannot collect them at that moment. During the River Chapters the Health Pickups will appear in the form of bananas.



Switch Pads

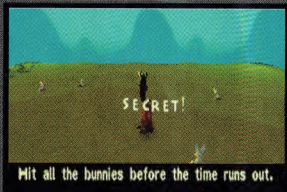
Switch pads activate doors or bridges or reveal an important item (a potion for example). Some switch pads are timed, so you have to dash to the opening or item that it controls before time runs out. Some switch pads only work when there is a weight on them. Look for heavy items that Kuzco can pick up (○ button) and drop (● button) onto the pad.



Spitting Grapes

Llamas are good spitters and Kuzco loves to spit grapes. Find and collect grapes, by touching them. Spit grapes at things that are out of reach.

To spit: Press the ▲ button to activate Free Look mode. When you have grapes, a sight appears at the center of the screen to help you aim (Directional buttons or L3). Press the ● button to spit.



Secrets

Find secrets in unexpected places. When you enter one of these secluded locations, the word "SECRET!" will appear on-screen. Coins and Wampies are usually found in Secret areas.

Jumping

Learn to jump carefully ⊗. Sometimes it is tough to judge the distance of a jump. Combine a charge ■ with your jump to increase jump distance.

Picking Up Items

To pick up an item, walk up to it and press the ○ button. Kuzco will grab it and toss it on his back. To drop an item, press the I button again and Kuzco will toss the item down.

Busting Up the Place

Kuzco has four attacks that he can use against enemies or to break up things when he needs to.

Front Kick ● — Think punch – only Llama style. Use this attack to break jars, statues and attack weak enemies.

Roll Directional buttons or L3 + ● — Use this attack on bunnies, weak enemies and to break jars.

Karate jump kick ⊗ and while in the air ○ — This is Kuzco's toughest attack. He leaps into the air and performs a drop kick. Use it on tough enemies, jars and designated statues.

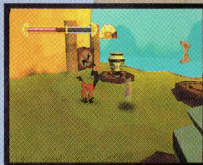
Charge ■ — Increase your speed. Remember, Kuzco can only go so far without refilling his Charge Meter with a Llama Potion.



GAME SCREEN

Charge Meter

The Charge Meter shows how much energy you have for charging Ⓢ. If the Charge Meter appears bright red, you can charge. As your charging energy is expended the bright red turns to a dull red. When the Charge Meter is empty you will only be able to trot. Pick up potions to recharge the Charge Meter completely. Collect five coins and the length of the Charge Meter increases and Kuzco can charge for longer distances.



When Kuzco transforms into other animals, the Charge Meter changes color. Kuzco then uses the bar to charge up moves other than the Llama Charge. (See the section "Kuzco Transformed" on page 14 for more information.)

Health Icon

This shows how many hits are remaining. You can take up to five hits. Each time damage is taken, one of the gold scales on the



Health Icon turns red. When all the scales are red, the game is over unless Kuzco holds a Wampy. You can find Health Pickups throughout the game. Some will replenish one scale (one hit) and others will return the Health Icon to full power.



Wampies

Shows the number of Wampies (Continues) Kuzco possesses. This little creature will get you back in the game with full health if you lose all five hit points. Wampies are generally off the main path or in secret areas. Never pass up a chance to grab a Wampy.

Grapes

When Kuzco is carrying grapes, the number he has appears at the top of the screen.

Countdown timer




Sometimes you will hit a Switch Pad that opens doors or causes an item to appear. When this is the case, the timer icon appears and begins to tick down. Enter the door or pick up the item while the timer is on. If you miss or run out of time, return to the switch and re-activate it for another try.

CHAPTER RESULTS SCREEN

Clear a Chapter and the Results Screen appears to show how many of the possible coins have been collected and secrets have been discovered. To save your progress, press the ⓧ button to open the Save Game screen. See the section "Saving and Loading Game Data" on page 20.



QUITTING THE GAME OR VISITING PREVIOUS CHAPTERS

1. If you are in gameplay and you want to Quit, press and hold the  and  buttons for two seconds.
2. To return to the Level Select Screen, press the  button. Press the ⓧ button again to confirm. When you are on the Level Select Screen, you can press the Directional buttons or **L3 LEFT/RIGHT** to highlight a chapter.
3. To enter a highlighted Chapter, press the ⓧ button to enter gameplay. Warning: If you re-play a level, any Wampy (Continues) you have collected will vanish. See the "The Game Screen" to learn more about Wampies.

KUZCO TRANSFORMED

When a special task is at hand, you may find a potion nearby. These potions are sometimes tough to get. You must move fast or they vanish.



His Highness the Bunny

As a rabbit, you can jump very high. While airborne you can spin his ears to glide.

Press and hold the **X** button to power up the Charge Meter and release the **X** button to hop. Practice to get just the right charge in the meter before releasing.

Press and hold the **X** button while airborne to glide and steer with the Directional buttons or **L3**.



Emperor Turtle

A turtle in a dead run barely looks different than one standing still, but when he flips over on his shell, he can really move! When he's ready to race, Kuzco flips over on his shell automatically.

Press the Directional buttons or **L3** LEFT/RIGHT to steer Kuzco turtle.

Press the Directional buttons or **L3** UP to speed up and DOWN to slow down.



His Royal Frogness

As a frog you must pull off some precision hopping. When you see pads lined up, jump Kuzco (**X** button) from one to the other. If Kuzco jumps 3 times in a row as a frog, each consecutive jump will be a longer distance.

THE PAUSE MENU

Press **START** to pause the game. Press the Directional buttons or **L3** UP/DOWN to highlight Options. Press the **X** button to select the highlighted option. Press the Directional buttons or **L3** LEFT/RIGHT or UP/DOWN to change various settings.

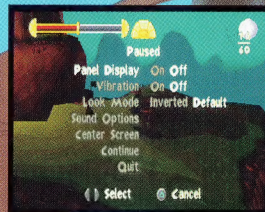
The Pause Menu gives you access to the Options Menu items. See the "The Main Menu" on page 6 for details about the Options settings.

Continue

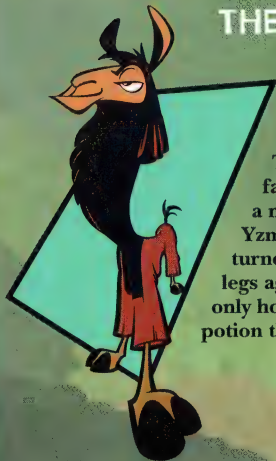
Resume gameplay.

Quit

Stop playing and return to the Title Screen.



THE CHARACTERS



Kuzco

The "It's All About Me" Emperor with a bad attitude has fallen on bad times. Kuzco ruled his world until he gulped a nasty potion whipped up by his angry former advisor, Yzma. A weird twist of fate and some bad ingredients turned Kuzco into a llama. Before he ever stands on two legs again he will do time as a turtle, a rabbit and a frog. His only hope is to make it back to his palace and to find another potion that will cure him of this nightmare.

Pacha

He is a good-hearted peasant in Kuzco's kingdom and saved the Emperor's life. Now he will follow and help the Llama on an adventure to regain his empire. Pacha is Kuzco's only true friend, but the wise-cracking royal hasn't figured that out yet.



Yzma

She was Kuzco's chief advisor until he canned her. Now she's mad. A word to all Emperors: Never fire your advisor when she can turn you into livestock. Yzma wants to rule as Empress so she has to get rid of Kuzco for good.

Kronk is Yzma's brawny assistant. He will show up throughout the adventure and Kuzco will have to compete against him in contests. Good and Evil are in a tug of war with Kronk.



Kronk



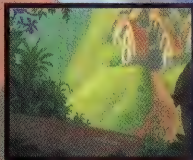
Chaca and Tipu

Chaca and Tipu are Pacha's daughter and son. They show up to give you valuable information about gameplay. Always take the time to talk with them (© button).

KUZCO'S EMPIRE

The Village

This is Pacha's home. He wants Kuzco to just run around here and stay out of trouble. No chance of that. But you can learn basic llama moves from Chaca and Tipo and play the old shell game with Kronk. Try to follow Pacha into the jungle without him catching you.

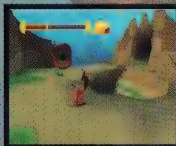
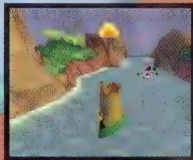


Jungle Night

Find a fly who has a lot of juicy info about spiders and you're on your way. Since you have royally annoyed the local squirrel population with your attitude, you will have to learn how to run...for your life by tapping the **X**, **O**, **□** and **△** buttons really fast! Hungry cats are looking for lunch. Run slow and you are fast food.

The River

Log rides are great unless you're lashed to the log. Kuzco and Pacha move downstream, avoiding animals and driftwood that cause damage if struck. Press the Directional buttons or **L3** LEFT/RIGHT to navigate the river. Press the Directional buttons or **L3** UP to speed up and DOWN to slow down. Quickly press the **X** button repeatedly to escape whirlpools. Bananas are your friend. Race a brat in a blow-up boat, win and you can play with Yzma's swimming pool toys.

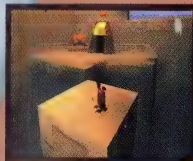


Jungle Day

Giant fly-eating plants in this place will take a bite of llama anytime. Everything here is alive, hungry and irate. Get some hot tips from a talking fly. They must have a fly prep school here somewhere.

Mountains

Journey through the snowy peaks of the kingdom. Slippery ice and huge scorpions will make travel a real treat! Crumbling foot bridges span bottomless chasms. The caves are crawling with spiders. Huge rolling boulders take up both lanes of the mountain pass.

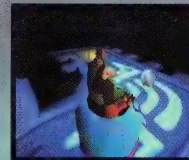


City

Civilization at last! You can almost smell the palace bakery. See a man about a bunny and try to make your way through the city. The palace is so close! All the guards are on the lookout for talking llamas. Solve puzzles with manual labor, trickery and spit. Your ultimate goal is finding the palace throne room...after you fight off the palace crocodiles.

Catacombs

Ride the wild Catacoaster into the depths of this solemn place. Any burial ground with amusement rides can't be all that scary. Press the Directional buttons or **L3** LEFT/RIGHT to move your coaster. Giant Creepin' Crates will squash Kuzco, so scurry around them carefully. The Catacombs lead to the Lab.



The Lab

Just because you made it back to the palace doesn't mean you can just put on a pair of pants like a normal Emperor. This place is Yzma's domain and unless you can win here a bale of hay is still on the dinner menu. Climb the walls of this huge and deadly place while avoiding the razor sharp skull pendulums. You must somehow trick Yzma out of the potion.



SAVING AND LOADING GAME DATA

Saving Game Data

1. When you finish a Chapter, the information for that level appears. Press the **X** button and the Save Game Screen appears.
2. When you are asked if you want to Save, select YES and press the **X** button.

To Load Game Data:

1. On the Title Screen, select Start Game and press the **X** button. The system will check the MEMORY CARD for saved game data.
2. Press the Directional buttons or **L3** LEFT/RIGHT to select a Memory Maiden who stands over the file you want to play. Your saved progress will display for each file. Press the **X** button to Load the selected file.



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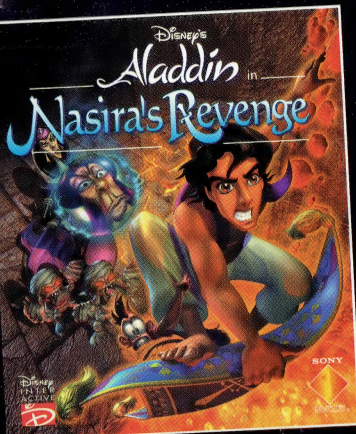
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